```
J.U.G.
Copyright(c)1989, MICRODEAL.
```

REQUIREMENTS:-

To play J.U.G. you will require:-

AN ATARI ST..(512K MIN)
AN AMIGA.......(512K MIN)
COLOUR MONITOR OR TV..
1/2MB OR 1MB DISK DRIVE.
JOYSTICK.

LOADING:-

Place the disk int the internal disk drive, the program will load and run auto-matically.

GAME CONTROLS:-

UP / LEFT / RIGHT :-Move J.U.G. in the given direction.

DOWN :- Collect, activate or select an object.

FIRE :- Fire selected weapon.

KEYBOARD:-

ESC:- ABORT CURRENT GAME.
F7:- DECREASE MUSIC VOLUME.
F8:- INCREASE MUSIC VOLUME.
F9:- SOUND EFFECTS ON/OFF.
F10:- PAUSE GAME...ANY OTHER KEY TO
RESUME GAME.

Use the mouse pointer on the selection screen to choose the level of difficulty and to finally select either the one or two player game.

COLLECTING WEAPONS:-

Plasma Fire:——High Energy Plasma Bolt.
Laser Cannon:—Low Energy Laser Beam.
Smart Bomb:——Zeo-Quark Partical Emitter.
To pick up a weapon you must move onto the weapon and then pull down on the joystick. It is not possible to pick up a weapon if you are allready carrying the maximum load for that weapon. Fuel is collected in the same way as weapons.....

IMPORTANT:-
IF THIS DISK FAILS TO LOAD THEN RETURN
JUST THE DISK TO:-
MICRODEAL LTD, PO BOX 68, ST.AUSTELL,
CORNWALL, PL25-4YB.